LOOPER By Lorraine Viade, Psy.D.



Looper is one of those mind-boggling movies that make you wonder about a lot of things. First, it begs the question: what would I say to myself if I had the chance to meet me in the future? Second, what would I do to protect the people I love in the world and is there any sacrifice too big to do it? Third, and perhaps most important, if I had the chance to save myself, would I? How these questions are asked and answered is the fuel that drives Looper through time and memory.

Looper does what the good sci-fi films do. It raises moral dilemmas in absurd situations and insists that we find a solution to the problem – regardless of the outcome. That is what life is; a series of intersected experiences and lives woven across time and space. The past, present and future is a puzzle for us to figure out. In Looper, the reality that is created by time travel is both exciting and frightening. How we turn out is directly in sync with our traumatic or loving experiences. Giving up who we are, who we have become and who we might have been is not a choice most of us have – or is it?

How we choose to reinvent ourselves in the face of what happened to us as children, what we choose to do as adults, and the regrets that lead to desperate attempts to change what we think we can, is at the center of *Looper*. There is a lot of violence and some disturbing scenes, but life is full of those things and we need to look at the roles rage and pain play in ourselves if we are ever to conquer them. *Looper* is really about the stages of life and what happens to us if we become victims of others. It is about our relationship to who we are, and in that way, it is a challenge and a mystery.

Joseph Gordon Levitt and Bruce Willis are excellent in the mirror images of young and old who confront one another and who have the need to destroy what they cannot control. Death and dying are not taken for granted here. They are immediate and painful both to observe and contemplate. You will be caught up in the action and in the irony.

I liked *Looper*. I think you will, too. I give *Looper* five couches.

